USC School of Architecture

The USC School of Architecture in Los Angeles cultivates creative intelligence and champions spatial and environmental justice through innovative design practices that challenge traditional norms in the built environment. Our program focuses on providing a comprehensive understanding of contemporary architectural practices, tackling pressing issues such as the housing crisis, environmental challenges, spatial justice, and technological advancements. With a diverse faculty boasting extensive design expertise, we are committed to pushing the boundaries of design practice, research, and discourse.

Click here to get a glimpse inside the USC Graduate Architecture programs promtional video "The Process is the Product".

Our faculty, recognized as global design leaders, have collectively designed and built over 3,500 innovative projects worldwide, garnering over 900 design honors at various levels. Through visionary and speculative design ideas disseminated across 2100 exhibitions and lectures at premier academic and cultural institutions globally, we are actively shaping the future of architecture and design.

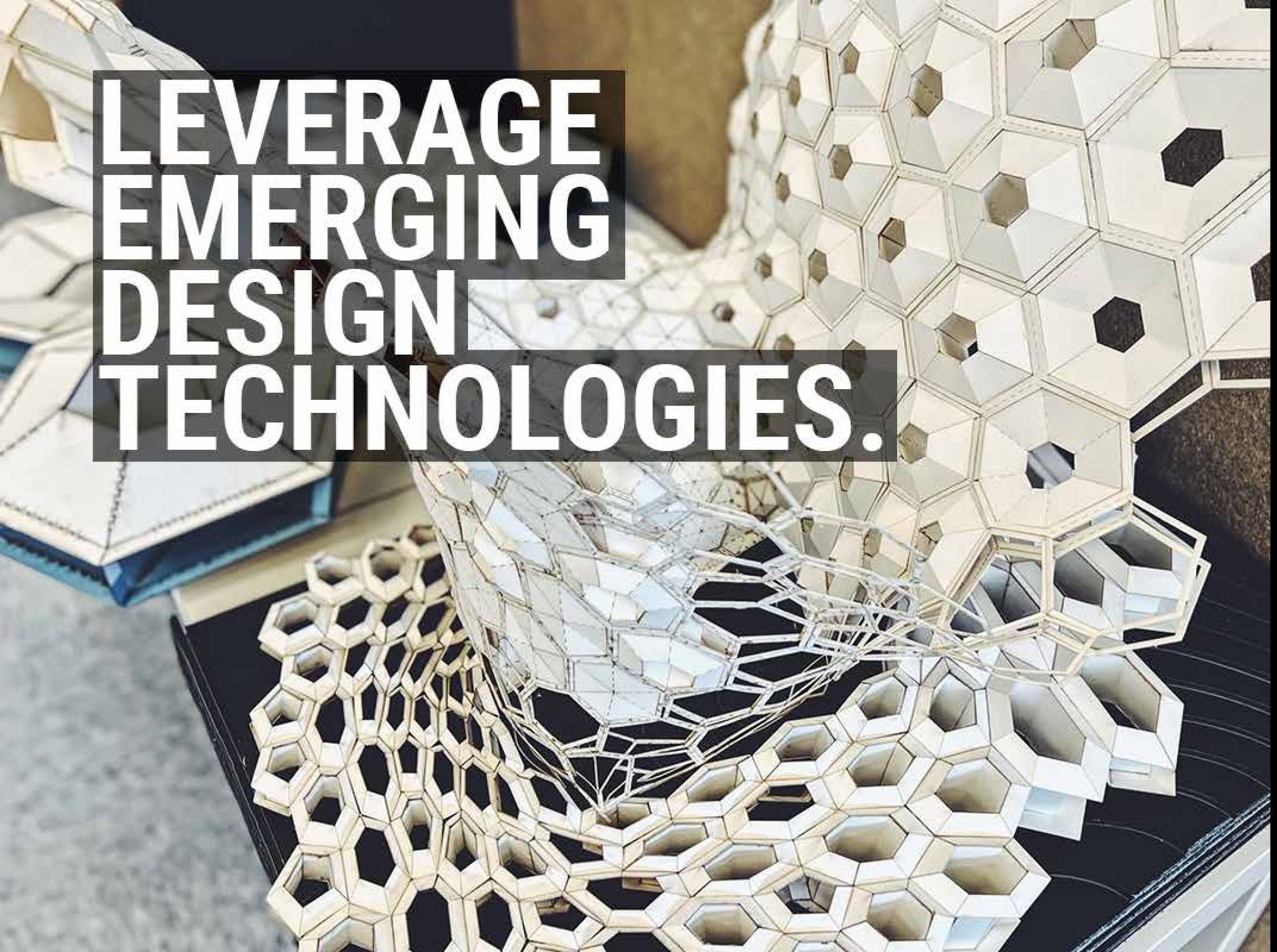
Click here to check out our faculty highlight reel "Building the Future".

QUESTION THE NORM.

USC School of Architecture

At the USC School of Architecture, we are committed to reimagining the built environment's past, present, and future through impactful scholarly research that engages communities and fosters social impact. With a focus on leveraging emergent design technologies for sustainable and ecological construction practices, we aim to revolutionize the AEC industry while envisioning a more inclusive and resilient future for all.

For an inside look at our vibrant community and the exceptional work of our students and faculty, follow our USC Grad Architecture Instagram account: @uscgradarchitecture



LEVERAGE EMERGING DESIGN TECHNOLOGIES.

USC School of Architecture

Architecture has historically evolved alongside technological advancements, with each milestone propelling the discipline forward. From the Renaissance invention of perspective by Brunelleschi to the modern-day integration of computational design, technology has been instrumental in shaping architectural progress. The fusion of computation and design has enabled generative techniques, digital fabrication, and performative building technologies, revolutionizing the creation of intricate forms and material constructs.

Yet, it is crucial to view technology not as a definitive solution but as a stimulus for innovation. USC Architecture recognizes technology as a means to provoke new ideas and challenge conventional practices. We foster an idea-driven approach where the marriage of technology and design prompts creative exploration, emphasizing the symbiotic relationship between form and function. By harnessing emerging design technologies, we strive to envision alternative architectural possibilities that prioritize performance and purpose.

CHAMPION SPATIAL & ENVIRONMENTAL JUSTICE.

USC School of Architecture

Spatial and environmental justice in architecture embodies the materialization, interrogation, and expression of our societal values and priorities. Architecture serves as a potent tool, allowing us to address contemporary social, cultural, and environmental challenges.

USC Architecture provides a dynamic educational platform, nurturing citizen architects to analyze complex issues and craft innovative design solutions that respond to current challenges while fostering a more promising built environment. For a century, USC Architecture has been at the forefront of pioneering new architectural practices, extending beyond traditional boundaries.

With deep roots in Los Angeles and a strong global perspective, our architects and scholars collaborate closely with local communities, fostering meaningful connections and leveraging local insights to create intelligent and bold solutions. Through this process, our students develop the skills and mindset to become thoughtful and resourceful practitioners, driving positive change within the field of architecture.

FABRICATE THE FUTURE.

USC School of Architecture

At USC Architecture, we prioritize hands-on learning and the transformative process of turning ideas into physical reality. Our curriculum emphasizes the use of models, maquettes, and prototypes as essential tools reflecting our core values.

With the integration of 3D modeling and computational simulations, “modeling” has evolved into an active process of digital exploration and physical prototyping, leading to the concept of “protoarchitecture.” This term describes the physical manifestations of digital design investigations, serving as tests for architectural inquiries into material, structural, and environmental performance, extending beyond the immediate artifact.

Beyond its conventional noun and verb usage, the term “model” takes on an additional dimension as an adjective, defining an exemplary expression of embedded intentions, qualities, and values materialized by the architect. A “model model” not only represents visual and functional aspects but also communicates the qualitative essence, reflecting the social and cultural ethos that architects infuse into the built environment. Our approach acknowledges that architecture is a profound reflection and materialization of our collective values and aspirations, embodying the intangible essence of our society and culture.

USC School of Architecture

At USC Grad Architecture we see design not only as an opportunity to create, we see it as an opportunity to reflect on the past, speculate about the future, and take positions on our value systems. There is no better place to do this as Los Angeles.

Immerse yourself in the dynamic and inspiring environment of Los Angeles, a global city that serves as a wellspring of inspiration, creativity, and opportunity for aspiring architects.

With some of the most significant landmark architecture in the world, and over 1000 architecture firms, including industry giants such as Thom Mayne (Morphosis), Frank Gehry (Gehry & Partners), Mark Lee (JohnstonMarkLee), and Mark Rios (RIOS) - all esteemed alumni of our program - Los Angeles is a thriving urban laboratory for students to explore and understand the complexities of the contemporary built environment.

Click here to check out our USC Grad Architecture Student Guide to LA.

MASTERS OF ARCHITECTURE.

USC School of Architecture

The ***Master of Architecture*** is built on three levels. The first level is dedicated to introducing essential disciplinary knowledge and the fundamental design skills required for the NAAB-accredited degree. The second level builds upon this foundation with increasingly refined vocational knowledge and advanced professional capability. The final level culminates with a year of individually directed design research, with master classes and a directed design research project (thesis) focused on the student's emergent architectural interests. All three levels draw on the USC School of Architecture's commitment to spatial justice, the University's extended resources, and the inspiration of Los Angeles. Firmly rooted in an investigative mode of critical, professional practice, the program's aim is for every graduate to be prepared for the challenges of the 21st century.

3-Year Master of Architecture (for applicants with no previous experience)

2-Year Master of Architecture with Advanced Standing (for applicants with an existing 4-year BA or BS in Architecture or Architectural Studies)

MASTERS OF ADVANCED ARCHITECTURAL RESEARCH STUDIES.

CITY DESIGN + HOUSING

USC School of Architecture

M.AARS CD+H is a 42-unit multi-disciplinary graduate degree program at the USC School of Architecture that prepares participants to study, analyze, and design within complex urban systems. Focusing on the 21st-century city the program will address specific urban challenges through a combination of explorative design studio and advanced topical research. Working across disciplines and at multiple scales, this degree concentration moves between real-world issues and innovative architectural approaches to explore ideas for radically re-thinking the ways in which we can design, build, and inhabit our cities in more inclusive and equitable ways.

The program will leverage Los Angeles as a laboratory to examine the forces that shape local and global cities. Addressing a diverse set of factors that are linked to city design and housing – such as urban development and housing policies, real estate and housing finance, history and theory, technology and infrastructure, and ecology and climate change – the program will introduce students to broad methodological tools for critically analyzing contemporary challenges of urban systems and housing and will strengthen their skills to employ research and design to create more equitable, sustainable, and resilient urban environments and housing schemes.

MASTERS OF ADVANCED ARCHITECTURAL RESEARCH STUDIES.

PERFORMATIVE DESIGN + TECHNOLOGIES

USC School of Architecture

M.AARS PD+T is a 42-unit graduate design program at the USC School of Architecture that focuses on the integration of architectural design, building performance, and technology, within the context of digital design and fabrication. As a design-centric approach to building science concepts in the spirit of Ralph Knowles and the legacy of the Natural Forces Laboratory at the USC School of Architecture, issues of sustainability, structure, daylighting, and thermal comfort will be explored in the context of architectural design. In this program, students will explore digital and analog techniques for discovering form through variable material and geometric organizations and force simulations, while simultaneously considering the design opportunities being afforded by advances in computation and fabrication technologies.

The proposed curriculum will respond to emerging shifts in the architecture, engineering, and construction (AEC) industry towards integrated technologies, increased efficiency, and productivity, and a digital workforce driven by digital, sensing, and intelligent technologies. An integrated design curriculum that incorporates these concepts will support students in developing the skill necessary to foster innovation in practice with a focus on: data, technology, integration, performance, ecology and sustainability.

GRADUATE ARCHITECTURE INFO SESSION 11.15.2023

USC School of Architecture

Join us for the 2023 USC Graduate Architecture Virtual Info Night, “The Process is the Product,” on Wednesday, November 15th, at 5:00 PM PST on Zoom.

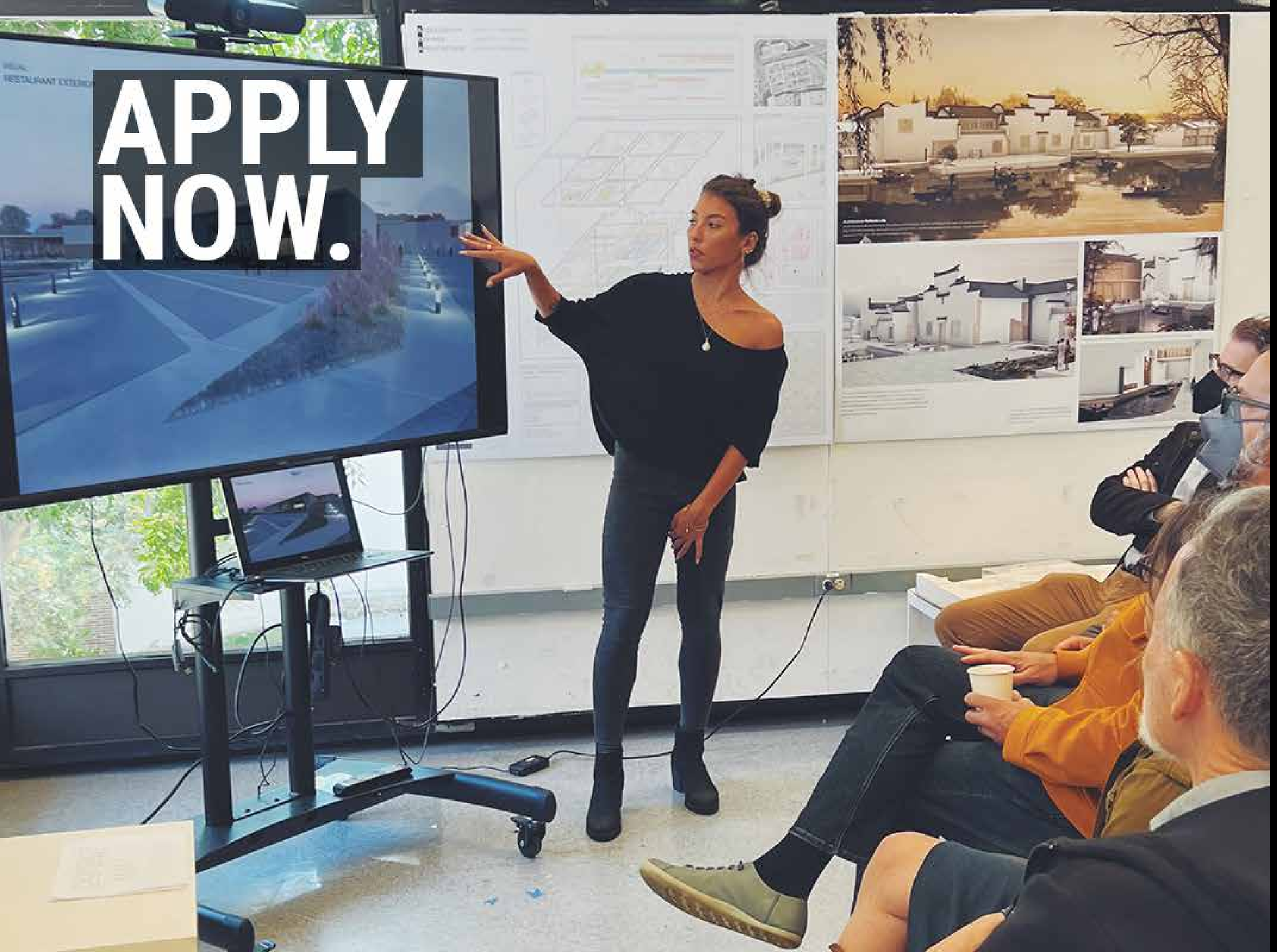
Click here to register.

This event offers valuable insights into our graduate architecture programs, catering to a range of backgrounds:

3-Year Master of Architecture (No Previous Experience Needed)
2-Year Master of Architecture with Advanced Standing (For those with an existing 4-year BA or BS in Architecture)
1-Year Master of Advanced Architectural Research Studies w/ concentrations in City Design & Housing -or- Performative Design & Technologies (For those w/ a 5-year B.Arch)

Schedule:

5:00 PM Program Presentation - Alvin Huang
5:30 PM MAARS CD+H - Sascha Delz
MAARS PD+T - Alvin Huang
6:00PM Curricula - Selwyn Ting
6:15 PM Applying to USC - Elia Marshall
6:30 PMAssessing Applications:
What are we looking for in your application?
6:45 PM Q+A



USC School of Architecture

The USC online application (USC CAS) opens August 15th.

Click here to start your USC online graduate application now.

Applications submitted before or on the deadline date of ***January 2, 2023*** will receive priority consideration for admissions and School of Architecture merit scholarships. Applications submitted after the priority admissions review deadline date will still be accepted but scholarship funds and spaces in the program may be limited.

FALL TERM FINAL DEADLINE

For international applicants, the deadline is May 1 (if space available) to allow enough time for our review and issuance of an I-20 if admissible. Applications submitted from international applicants after May 1 will not be reviewed.

The final deadline for domestic applicants is July 1 (if space available).